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US 4055346

US 3167313

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A6H

Selected US specifications from IPC sub-class

A63F

(54) Apparatus for playing a board game

(57) Apparatus for playing a board war game comprises a plurality of board pieces (10) each of which is hexagonal in shape. The playing surface of each board (10) is marked with a grid formed of hexagonals and illustrating an area of sea, or of land or of a combination of both land and sea. An elongate or short clip (20) is provided for connecting together adjacent edges of two board pieces, and has a central spine (23) and upper and lower faces (21, 22) to form lateral slots each to receive an edge of a board piece. The land mass of a board piece is a stylized geomorphic pattern in the form of one or a combination of at least some of a plurality of individual shapes. Corresponding shapes (30, 33) to a larger scale are provided. These can be selectively placed together to reproduce the geomorphic pattern of one hexagonal area of the board piece surface when it is desired to fight a land battle over that area. A plurality of stackable counters (40) are also provided. Each is a measure of height of an aircraft above ground level and one or more stacked counters gives a visual indication of the height of an aircraft represented thereby. Colour coded counters (42, 45) are provided for use in conjunction with one or more of the stackable counters to give a visual indication of aircraft speed, attitude and condition.

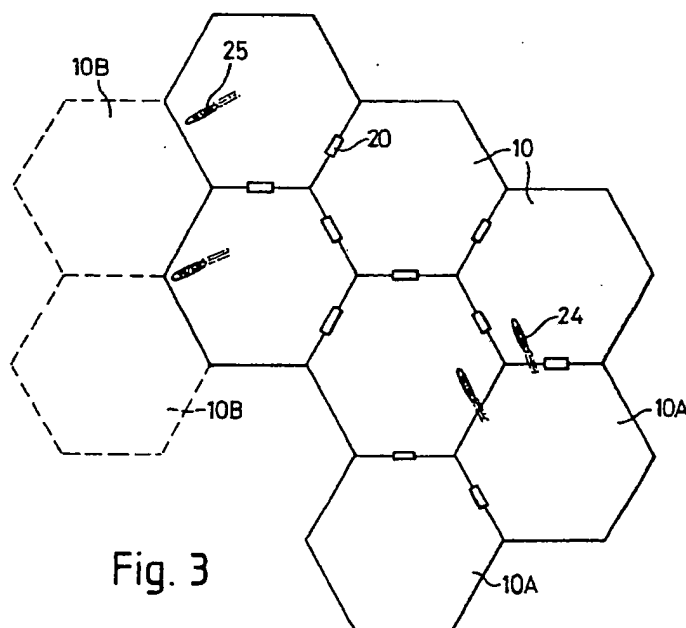


Fig. 3

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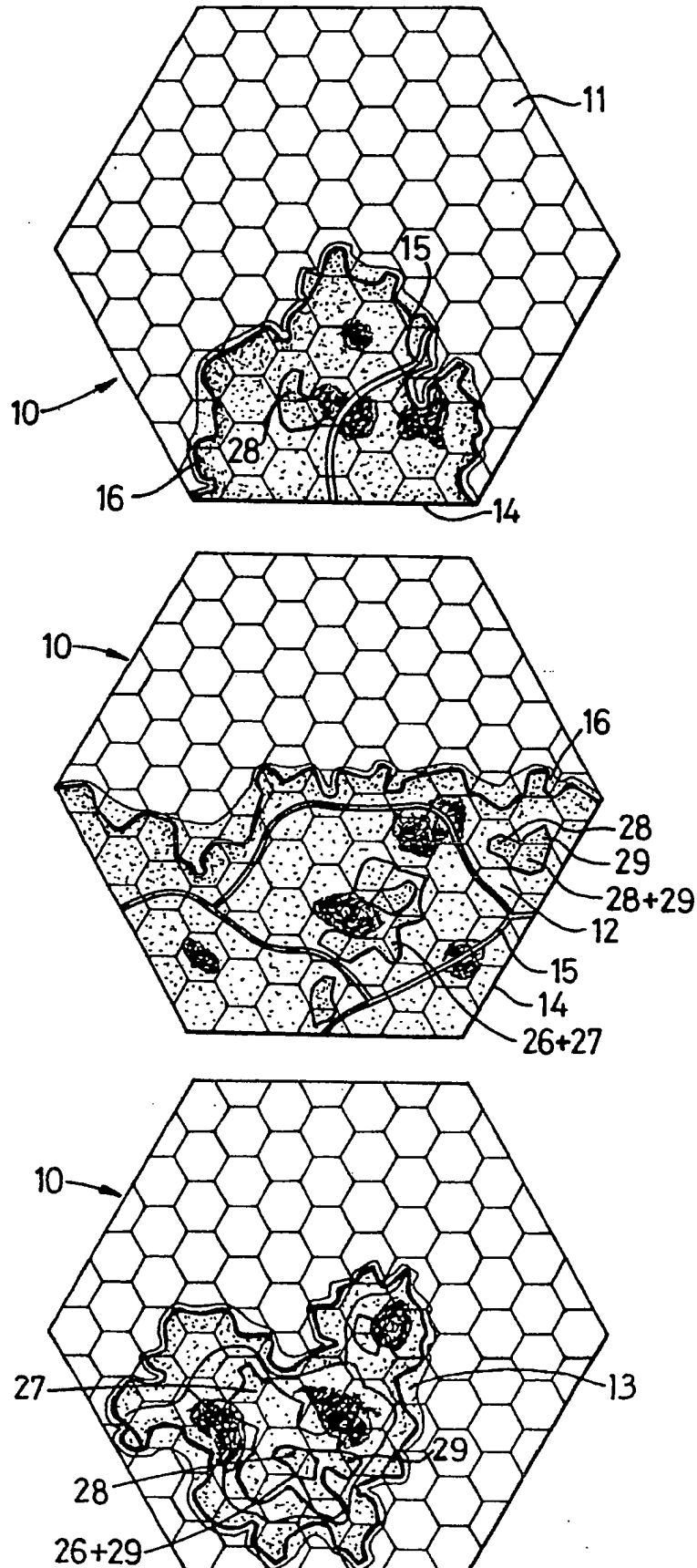
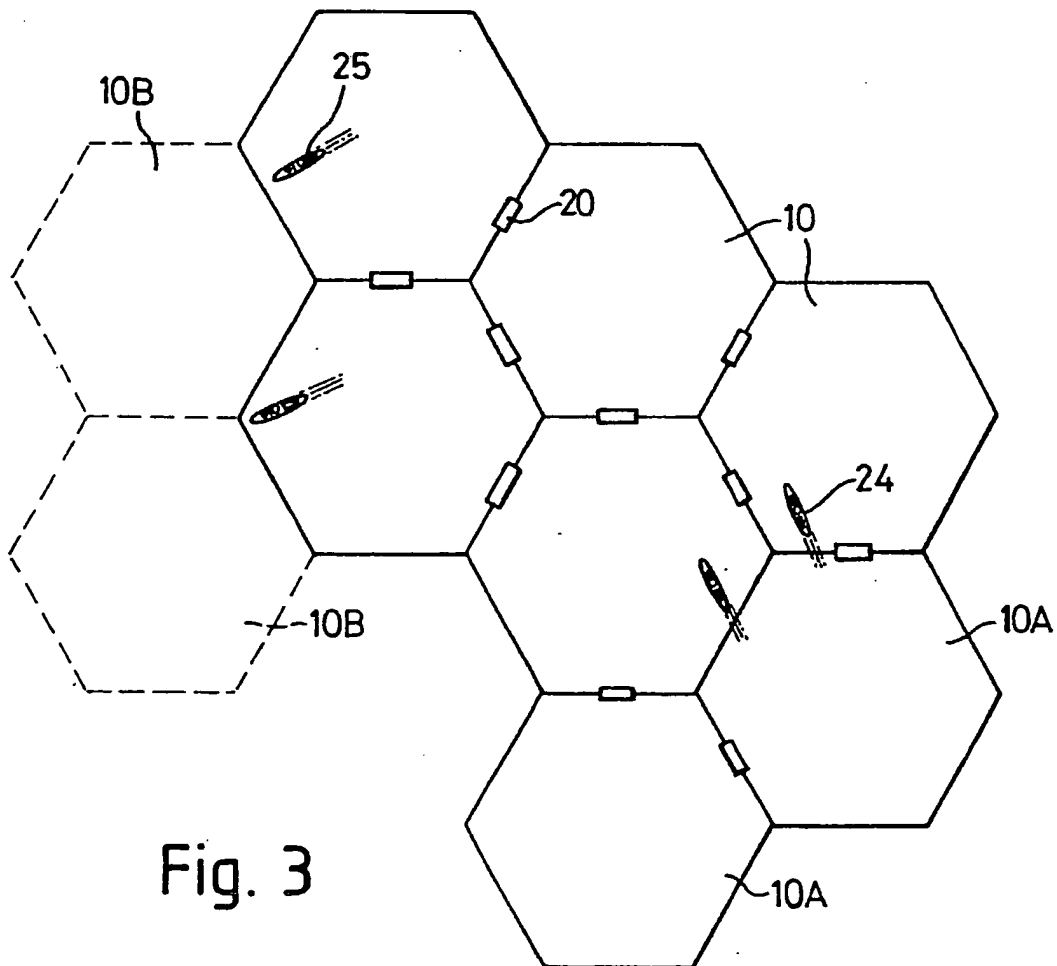
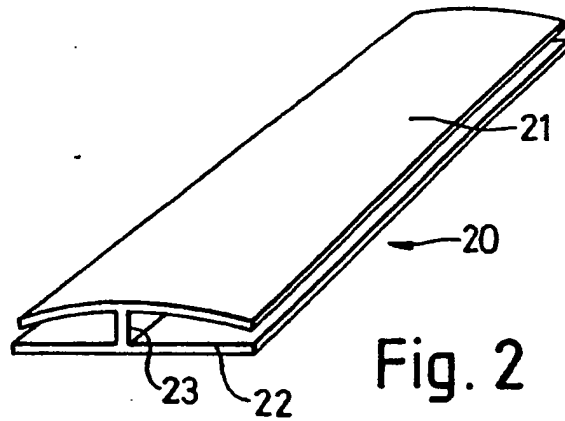
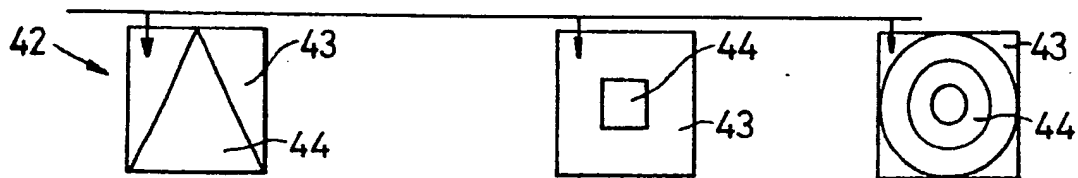
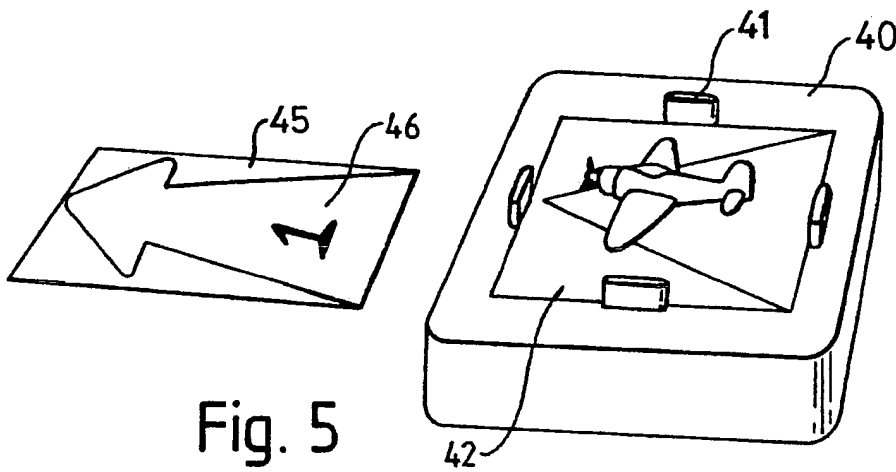
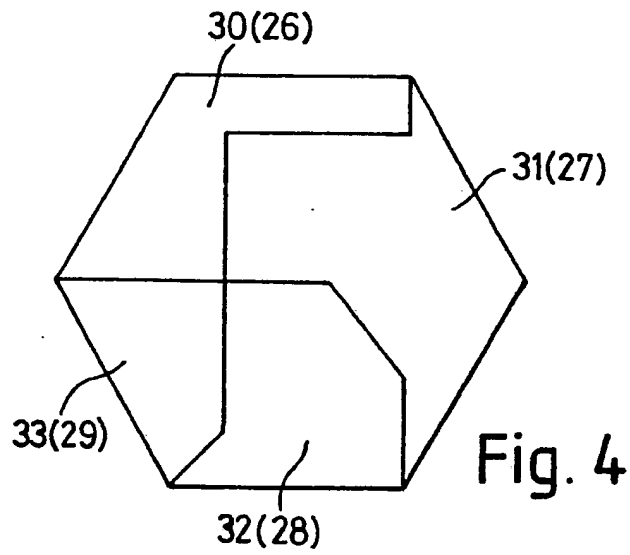


Fig. 1





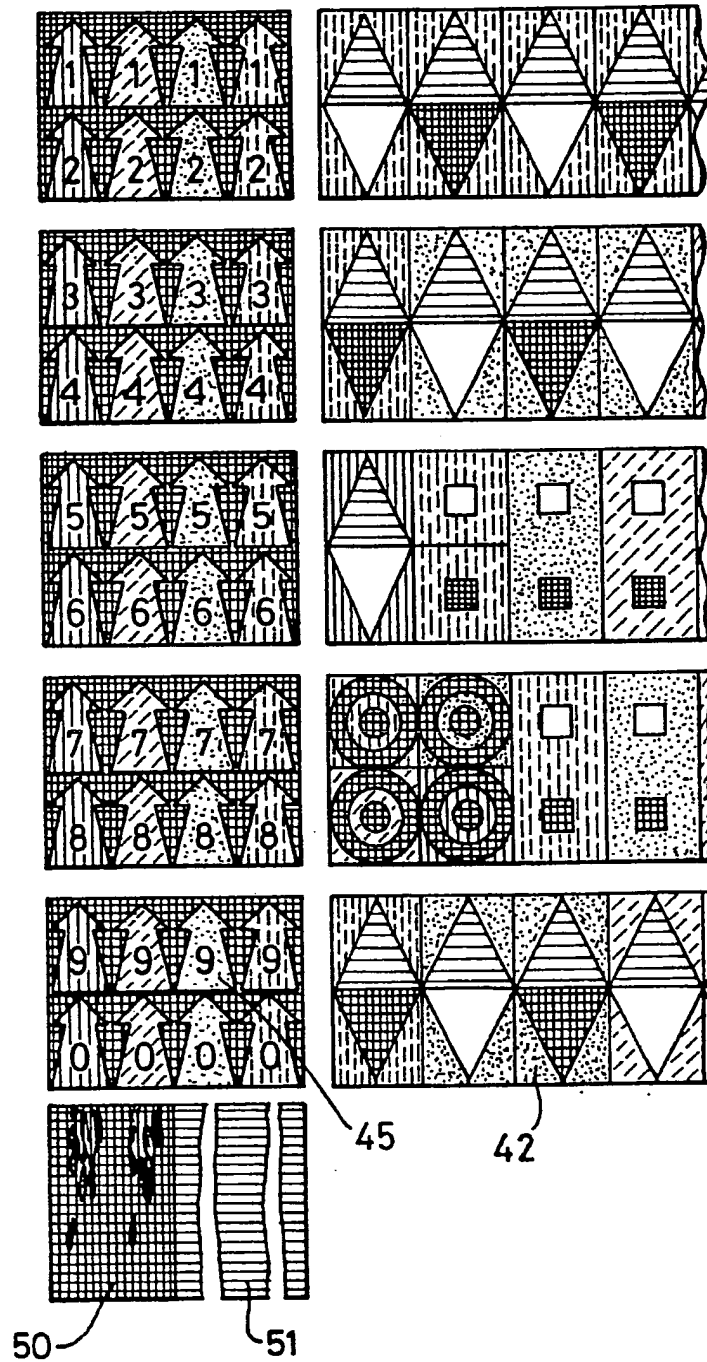


Fig. 7

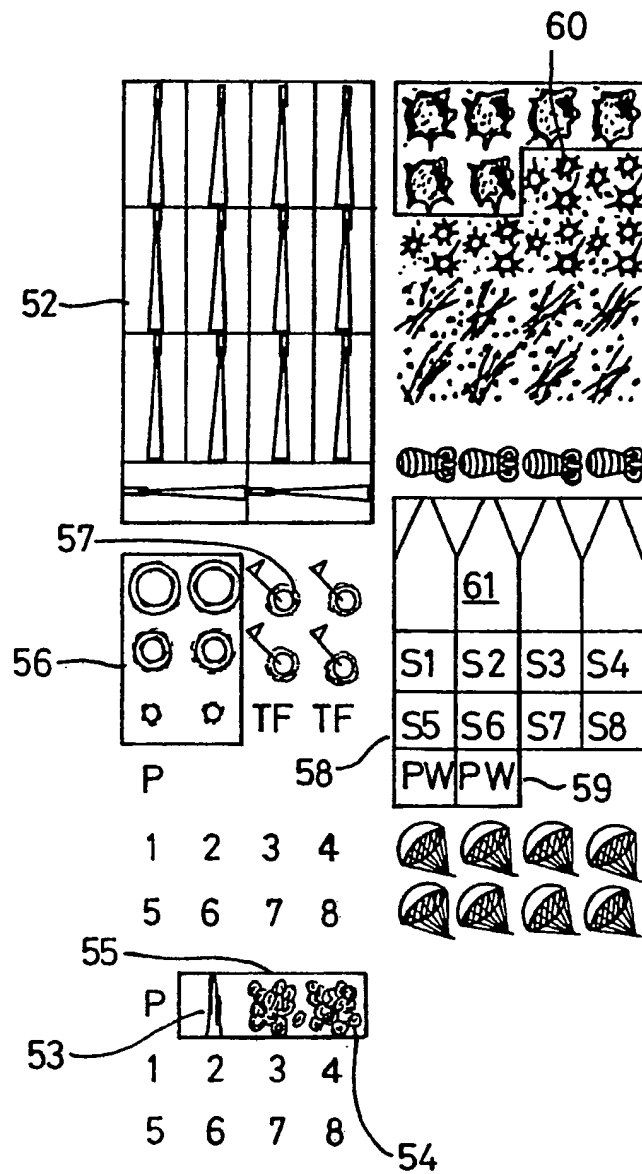


Fig. 8

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APPARATUS FOR PLAYING A BOARD GAME.

This invention relates to apparatus for playing a board game, particularly a board war game.

Such boards that presently exist comprise one  
5 or more board pieces that are generally square or rectangular and their surface is marked with a grid formed of hexagonals, these being the most suitable type of grid for realistic movement of pieces representing naval vessels, aircraft, land vehicles and troops. A  
10 disadvantage of such pieces is that additional board pieces can only be placed against at most four sides when the play moves off one board onto an adjacent board.

15 An object of this invention is to provide an improved board piece.

Another disadvantage of known boards for war games is the difficulty of recreating the terrain of a specific portion of a land mass and another object of the invention is to obviate or mitigate this disadvantage.  
20

A further disadvantage of known boards for war games is the difficulty of identifying an aircraft's height, speed attitude and condition as regards damage.

A further object of the invention is therefore  
25 to provide data specific to aircraft.

According to one aspect of the present invention, there is provided apparatus for playing a board war game, comprising a plurality of board pieces, each of which is hexagonal in shape, the playing surface being  
30 marked with a grid formed of hexagonals and illustrating an area of sea, or of land or of a combination of both land and sea.

Preferably, elongate clip means is provided for connecting together adjacent edges of two board pieces,  
35 and preferably the clip means comprises a central

spine and lateral slots each to receive an edge of a board piece.

Preferably also, the land mass of a board piece is geomorphic preferably also, the geomorphic pattern is stylized in the form of one or a combination of at least some of a plurality of individual shapes and corresponding shapes to a larger scale are provided to reproduce the geomorphic pattern of a particular small area of the board piece surface when it is desired to fight a land battle over said small area.

Preferably also, a plurality of stackable counters are provided each being a measure of height of an aircraft above ground level.

Preferably also, colour coded counters are provided for use in conjunction with one or more of said stackable counters to indicate aircraft speed, attitude and condition.

An embodiment of the present invention will now be described, by way of example, with reference to the accompanying drawings, in which:-

Fig. 1 is a plan view of three board pieces in accordance with the present invention;

Fig. 2 is a perspective view of a board clip;

Fig. 3 illustrates a series of board pieces in use together;

Fig. 4 is a plan view of a 'terrain' board;

Fig. 5 is a perspective view of an aircraft altitude counted;

Fig. 6 illustrates counters and relative to the speed, attitude and condition of aircraft; and

Figs 7 and 8 illustrate visual information cards.

Referring firstly to Figs. 1 to 3 of the drawings, the board comprises a number of hexagonal board pieces 10, for example nine. At least one board piece illustrates only sea 11 and at least one illustrates only land 12, while others illustrate a combination of sea and land, one



of these including an island 13. The board pieces illustrating the combination of sea and land have a land mass extending to one or more sides, 14 of the board piece and roadways 15 are so designed that any two land mass sides of any of the appropriate board pieces can be placed in abutment and the roadway will continue from one board piece to the other; similarly with the coast line 16.

A board clip 20 is provided to join two board pieces together when required, and may comprise an elongate member of length equal to the length of a board piece side; alternatively, the clip 20 may be relatively short as illustrated in Fig. 3. The clip may be extruded and chopped into suitable lengths, or moulded.

The clip 20 has resilient upper and lower faces 21, 22 which are spaced apart by a longitudinal central spine 23 thus forming two lateral grooves into which sides of two board pieces can extend. The upper face 21 is slightly convex so that can 'give' to allow entry of the board piece side and hold it securely.

The playing surface of each board piece has a grid of hexagonals as is common in war game boards. Each board piece 10 represents 3 nautical miles from one flat edge to the opposite flat edge and each hexagonal on the board piece represents a distance of 600 yards between flats. In use, the game takes place on only one or on two or more board pieces at the one time, so only the or each board piece that is required is in use at that time.

As illustrated in Fig. 3, several board pieces can be aligned side to side to form various sizes or shapes of playing area which may be relatively large for sea battles, the pieces being held together by clips 20. As the game progresses the board pieces can be used to plot the battle by removing redundant boards 10A from the 'wake' of play and adding these or other board pieces 10B to the future 'path' of the games. In Fig. 3

navel vessels 24 are shown leaving board pieces 10A and others 25 are shown approaching board pieces 10B.

5 The land masses on the board pieces illustrate terrain, but in a stylized form made up of four basic shapes 26 to 29. These shapes either individually or in combinations, are illustrated in Fig. 1 and are reproduced in a much larger form on thick boards 30 to 33 respectively and as generally illustrated in Fig. 4 these boards interfit to form a hexagonal.

10 The purpose of these 'terrain' boards 30 to 33 is to reproduce the shape of the terrain of a single hexagonal area of a board piece so that a land battle can be fought as part of the overall war game. The individual large boards 30, 33 are each produced in a number of different terrain forms so that selected boards 30 to 33 can be used  
15 in combination to duplicate the terrain of the chosen hexagonal area of the board piece.

Referring now to Figs. 5 and 6, apparatus is provided to indicate data relevant to aircraft.

20 Elevation is determined by square counters 40 (Fig. 5) each of which represents 10,000 feet. The counters 40 are stackable so that an aircraft flying at 40,000 feet is represented by four stacked counters. The counters have upstanding flanges 41, one at each  
25 side; these assist in the stacking, and the uppermost set of flanges 41 holds additional data in the form of a small counter card 42 on the uppermost counter.

Three different cards 42 are provided as illustrated in Fig. 6 and each type has a series of differently coloured cards. These cards 42 are intended to show, without need  
30 to consult notes or table an aircraft's attitude, speed and condition. Each card is coloured at 43 to indicate condition and speed viz:

35	Blue:	Undamaged	- max speed full throttle
	Yellow:	25% damaged	- max speed combat cruise

Condition: Orange: 50% damaged - max speed cruise  
Red 75% damaged - max speed stall

In addition, each card has a triangular square or circular portion 44 to represent attitude, viz:

5                    Triangular                    Square                    Circular  
                  Pale Blue: Level                    White: Vert Climb Spin  
Attitude: White: Angled Climb                    Black: Vert Dive  
                  Black: Angled dive.

10                    In addition a series of 'arrow' motif cards 45 are provided which show the aircrafts maximum speed by colour and altitude by a number 46 in increments of 1,000 ft. One of these cards 45 is placed in front of the altitude counter 40 or stack of counters as illustrated in Fig. 5. The 'speed' colour indicated from Blue down to red, cannot  
15                    be higher than the associated 'condition' colour on card 42.

                  Thus, as illustrated in Fig. 5 an undamaged aircraft is flying level at 11,000 ft. at combat cruise speed; this is indicated by a single altitude counter on which is a Blue card 42 having a Pale Blue triangle and a Yellow  
20                    arrow card 45 with numeral 1 on it.

                  Fig. 7 illustrates series of cards 42 and 45, and also other cards 50, 51 which indicate visual damage to an aircraft, namely fire 50 and coolant leak 51; one of these cards if appropriate is located behind the counter 40.

25                    Other cards used in the game indicate data relating to warfare at sea or in the air and are illustrated in Fig. 8; these include:

                  52 Torpedo tracks of varying lengths,  
                  53 Periscope plus counters for depth,  
30                    54 Depth charges plus counters for depth,  
                  55 Hedgehogs,  
                  56 Star shell in three stages of decay,  
                  57 Mine fields,  
                  58 Survivors,  
35                    59 Pillen werfer  
                  60 Flack, heavy, medium and light,  
                  61 Searchlights when switched ON.

CLAIMS.

1. Apparatus for playing a board war game, comprising a plurality of board pieces, each of which is hexagonal in shape, the playing surface being marked with a grid  
5 formed of hexagonals and illustrating an area of sea, or of land or of a combination of both land and sea.
2. Apparatus as claimed in claim 1 in which clip means is provided for connecting together adjacent edges of two board pieces.
- 10 3. Apparatus as claimed in claim 2 in which the clip means comprises a central spine and lateral slots each to receive an edge of a board piece.
4. Apparatus as claimed in any one of claims 1 to 3 in which the land mass of a board piece is a stylized  
15 geomorphic pattern in the form of one or a combination of at least some of a plurality of individual shapes.
5. Apparatus as claimed in claim 4, in which corresponding shapes to a larger scale are provided which are selectively interengageable to reproduce the geomorphic  
20 pattern of a particular small area of the board piece surface when it is desired to fight a land battle over said small area.
6. Apparatus as claimed in claim 5, in which the external outline of a plurality of interengaged shapes is a  
25 hexagonal whereby said interengaged shapes reproduce one hexagonal area of the board piece.
7. Apparatus as claimed in any one of the preceding claims, in which a plurality of stackable counters are provided each being a measure of height of an aircraft  
30 above ground level.
8. Apparatus as claimed in claim 7, in which colour-coded counters are provided for use in conjunction with one or more of said stackable counters to indicate aircraft speed, attitude and condition.

9. Apparatus as claimed in claim 8 in which each stackable counter has upstanding flange means which assists stacking and which provides a location on the or the uppermost counter for a colour coded counter to be located thereon.

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10. Apparatus for playing a board game substantially as hereinbefore described with reference to Figs. 11 and 3, Figs. 12, 4, or 5 of the accompanying drawings.

11. Apparatus for playing a board game substantially as hereinbefore described with reference to Figs. 6 to 8 of the accompanying drawings.